

FIG. 1

- 1 MUSIC DATABASE
- 2 OPERATION UNIT
- 3 SEARCH PROCESSING UNIT
- 4 MUSIC LIST MEMORY
- 5 PLAYBACK DEVICE

FIG. 2

- 21 STORED MUSIC
- 22 REPRESENTATIVE MUSIC
- 23 CANDIDATE MUSIC
- 27 DETERMINATION

FIG. 3

S101 HAS A MEMORY BUTTON BEEN PRESSED?

S102 SET MUSIC

S103 PLAY MUSIC

FIG. 4

S201	SELECT REPRESENTATIVE MUSIC
S202	SEARCH FOR PIECES OF SIMILAR MUSIC
S203	DISPLAY PIECES OF CANDIDATE MUSIC
S204	NECESSARY TO REARRANGE?
S205	ORDER OF HIGH PLAYED FREQUENCIES?
S206	REARRANGE IN ORDER OF LOW PLAYED FREQUENCIES
S207	REARRANGE IN ORDER OF HIGH PLAYED FREQUENCIES
S208	STORE IN MEMORY

FIG. 9

S301	DISPLAY MUSIC LIST OF MEMORY BUTTON
S302	NECESSARY TO REARRANGE?
S303	ORDER OF HIGH PLAYED FREQUENCIES?
S304	REARRANGE IN ORDER OF LOW PLAYED FREQUENCIES
S305	REARRANGE IN ORDER OF HIGH PLAYED FREQUENCIES
S306	STORE IN MEMORY
S307	PLAY IN MUSIC LIST ORDER
S308	HAS SKIP BUTTON BEEN PRESSED?
S309	SELECT AND PLAY NEXT MUSIC
S310	INCREASE PLAYED FREQUENCIES OF MUSIC LIST

FIG. 12

- 1 MUSIC DATABASE
- 2 OPERATION UNIT
- 3 SEARCH PROCESSING UNIT
- 4 MUSIC LIST MEMORY
- 5 PLAYBACK DEVICE
- 6 SENSOR

FIG. 14

S401	DISPLAY MUSIC LIST OF MEMORY BUTTON
S402	SENSOR DETECTION REARRANGE
S403	STORE IN MEMORY
S404	PLAY IN MUSIC LIST ORDER
S405	HAS SKIP BUTTON BEEN PRESSED?
S406	SELECT AND PLAY NEXT MUSIC
S407	INCREASE PLAYED FREQUENCIES OF MUSIC LIST

FIG. 15

- 1 MUSIC DATABASE
- 2 OPERATION UNIT
- 3 SEARCH PROCESSING UNIT
- 4 MUSIC LIST MEMORY
- 5 PLAYBACK DEVICE
- 7 DIGITAL BROADCASTING STATION

FIG. 16

S501	DISPLAY MUSIC LIST OF MEMORY BUTTON
S502	NECESSARY TO REARRANGE?
S503	ORDER OF HIGH PLAYED FREQUENCIES?
S504	REARRANGE IN ORDER OF LOW PLAYED FREQUENCIES
S505	REARRANGE IN ORDER OF HIGH PLAYED FREQUENCIES
S506	STORE IN MEMORY
S507	RECEIVE BROADCAST PROGRAM
S508	SEARCH FOR SIMILAR MUSIC
S509	CREATE LIST
S510	PLAY IN ORDER OF MUSIC LIST